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Nota di contenuto	-- Human Behavior in Extended Reality. -- The Mediating Effect of Presence on Musical Emotions in Virtual Environments. -- Effects of 6DoF Motion on Cybersickness in Interactive Virtual Reality. -- Is immersivity important in training soft skills in the metaverse?. -- Assessing Sense of Presence and Emotions in Virtual Reality based on Job-Related Expertise: A Pilot Study with Police Officers. -- The impact of virtual reality social platforms on autobiographical memory and self-disclosure: an experimental study. -- Effective Navigation in VR Spaces Using Visual and Auditory Stimulation. -- Evaluation of the Effectiveness of Traditional Training vs. Immersive Training: A Case Study of Building Safety & Emergency Training. -- Extended Reality in Education. -- Exploring the Impact of AI-Driven Virtual Assistants in AR and VR Environments for Special Needs Education: A Quantitative Analysis. -- Factors Influencing Higher Education Academics' Acceptance of Augmented Reality Applications in Post-Pandemic Era: Pilot Study. -- OcuLeO: Immersive VR Learning Adventure. -- Immersive 360° Experiences for Geoscience Learning. -- GardenWords – A garden watering AR game for learning vocabulary using speech. -- An Authoring Tool for XR Learning Environments. -- Development and Evaluation of Mobile Augmented Reality for Astronomy (MARA). -- Design principles for pedagogical agents in a virtual reality learning

environment: providing explanations in real-time using natural language processing. -- Cyber Social Security Education. -- Virtual Reality for Synchronous Learning in Higher Education. -- Interland4All – Using AR to Promote a Safe and Responsible Use of the Internet by Frail Children.

Sommario/riassunto

The four-volume proceedings set LNCS 15027, 15028, 15029 and 15030 constitutes the refereed proceedings of the International Conference on Extended Reality, XR Salento 2024, held in Lecce, Italy during September 4–7, 2024. The 63 full papers and 50 short papers included in these proceedings were carefully reviewed and selected from 147 submissions. They were organized in the following topical sections: Extended Reality; Artificial Intelligence & Extended Reality; Extended Reality and Serious Games in Medicine; Extended Reality in Medicine and Rehabilitation; Extended Reality in Industry; Extended Reality in Cultural Heritage; Extended Reality Tools for Virtual Restoration; Extended Reality and Artificial Intelligence in Digital Humanities; Extended Reality in Learning; and Extended Reality, Sense of Presence and Education of Behaviour.
